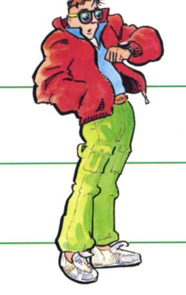
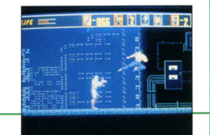

SEGA™ Visions
PREMIERE ISSUE
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JUNE/JULY 1990
THE MAGAZINE FOR SEGA VIDEO GAME PLAYERS
SEGA FOR THE 90'S
THE NEW GENERATION
TM
IN THIS PREMIERE ISSUE
GAME REVIEWS: A LOOK AT SOME HOT ONES
FIRST TIME EVER: THE WORLD OF NILES NEMO
GREAT NEW STRATEGIES & HINTS, HINTS, HINTS


play with the Big Boys
WITH ALTERED BEAST GAME
16-BIT
Move up to Genesis for BIG-time video, at the world's BIGGEST toy store.
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Move up to the glory and excitement of Sega's Genesis video game system, the system you've heard everyone talking about. The system with 16 bits of awesome video power, just like the arcade! And when you buy Genesis at Toys "R" Us with our everyday low price, you'll also get the amazing Altered Beast game FREE!
Find the biggest selection of Genesis games at the world's biggest toy store!
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TOYS "R" US
Over 400 Toys "R" Us stores coast to coast. Check your phone book for the store nearest you.
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MEET NILES NEMO P. 18



REVIEWS & HINTS - P. 13-24



SEGA TRADING CARDS

START COLLECTING - P.25



Execute barrel rolls while blasting vulcan guns at the enemy.

Take on the North Pacific region at night; enemies have no chance once they're in your sights!

Specifications on the F-119/Stealth, the world's most advanced fighter.

After defeating a level, dock inside the Super Transport and be repaired, refueled and restocked with weapons.

Top Secret Briefing:

You have been selected for a mission of the utmost secrecy. The details of the mission have been purposely withheld until the last possible moment to prevent any leaks to the enemy. Led by an evil, fanatical leader, an unknown terrorist organization has acquired a military force so powerful, that so far, no conventional force has been able to withstand.
Your mission is to find and eliminate the enemy terrorists.
The success of your mission depends on penetrating enemy lines without detection. Your F-119 Stealth fighter may be invisible to radar, but your experience as a Top Gun pilot is the only difference between a world as we know it, or a world of dark oppression.

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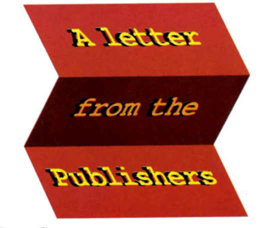


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by The Communiqué Group,
42 Glen Ave., Newton Centre, MA 02159



Greetings Sega Gamers,

We want to welcome you to the premiere issue of SEGA VISIONS™, a brand new bi-monthly magazine we've written especially for you. This magazine is an important part of "Sega for the 90's -- The New Generation."

You're part of a group of great people, of all ages, all around the world, who enjoy playing Sega Games. As part of the Sega family, all of us here are dedicated to bringing you new and more exciting games and systems. What better way to let you know what's happening here at Sega and have you stay in touch with your fellow gamers than with this SEGA VISIONS magazine?

In each issue of VISIONS, we'll share with you all the latest news about Sega's new and future games as well as provide you with in-depth game strategies and hints. In return, you can let us know what you like and don't like about Sega games, as well as what you'd like to see in the future. After all, we make our games and systems for you to enjoy, so we encourage you to give us your input.

In this first issue of VISIONS we have information about 9 new games with hints, strategies, and game graphics. You'll meet Niles Nemo, the coolest kid at Central High School, who has some weird experiences when he combines video games with pizza. Join Niles on his adventures in SegaLand in every issue.

We hope you'll take a break from your video gaming to let us know what you think: about Sega, about VISIONS, about your favorite and your not-so-favorite games and about the Sega Master System and Genesis System. Remember to fill out your Sega Gamer's ballot at page 29. Why not brag about your outstanding high scores and send them to us? You might win a Sega T-shirt!

With your help, we can make "Sega for the 90's" truly a new generation in video gaming and the best time to be a Sega Gamer!

Al Nilsen & Bob Harris
Publishers

Take Time Out For Time-Out



There's more to life than home video games.

"WRONG!" you cry without stopping to put down your controls. "Video games are everything!"

However, those of you lucky enough to live near one of Sega's Time-Out Family Amusement Centers may know what we're talking about. At Time-Out, you can expand your horizons, enjoy great games, meet new challenges and even earn prizes on the spot. You can bring your family along and *everyone* can have a blast.

A Time-Out center is definitely not a video arcade...it's a family entertainment center. Sure, it has the latest Sega arcade games for you to conquer. It also has interactive games you can compete in, plus skill games like Skee Ball, Hoop Shot and Whac-a-Mole you can play to accumulate points that translate into prizes. Some Time-Out centers even have mini-golf and rides like bumper cars.

There are almost 100 Time-Out centers — with more on the way — around the country in: Alabama, California, Colorado, Connecticut, the District of Columbia, Florida, Georgia, Indiana, Maryland, Mississippi, New Jersey, New York, North Carolina, Ohio, Pennsylvania, Puerto Rico, Tennessee, Texas, South Carolina, Virginia, Wisconsin and Wyoming.

Call the Sega Game Wizards at: 415-871-GAME to find the Time-Out center nearest you.





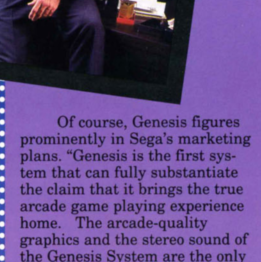
Meet Michael Katz

Sega's new president has a mission ...and a message

Michael Katz is still settling into his office as Sega President, but he's no newcomer to electronic gaming. The man who will steer Sega through the 1990s first made his mark in 1976, and his experiences over the last 15 exciting years will shape video gaming in the new decade.

No aspect of interactive electronic home entertainment has escaped his magic touch. Katz was there when Mattel launched the first electronic hand held, Auto Race, in the mid-1970s and led ColecoVision to the top of the video game heap in the early 1980s. He next turned his attention to computer entertainment and brought Epyx back to the ranks of being a leading game publisher with titles like Impossible Mission. Michael ended the decade as point man for Atari's video game operation.

The dawn of the 1990s saw Michael Katz searching for a new direction for a new decade. After sizing up the situation for four months, Katz was certain he had found the ideal situation. "Sega appealed to me because it has the best operation from which to build a multi-faceted entertainment company." Sega, as a vertically integrated company, owns Time-Out®, a coin operated arcade game company, has a presence in the home computer software industry and created the Sega Master and Genesis Systems along with their extensive library of games for the home video game business.



Michael Katz plans to capitalize on Sega's resources. "We are becoming a full function company: between 25-35% of all new games will be designed in the U.S.," he says. "In fact, Sega is currently setting up a group of highly talented and creative game designers for programming both arcade and video games right here in California. For the first time, we will have the unsurpassed programming talent of Japan combined with American design involvement in games and game-play. That's important, especially when the game is based on pure Americana, like Michael Jackson and Dick Tracy."

Additionally, big plans are afoot for the Master System, states Sega's head man. "We've taken the marketing and distribution for the Sega Master System back from Tonka and we intend to support it in a major way! Sega plans to introduce a new version of the system later this year called the Master System II, which will sell for under $60 with most games priced at less than $30. Sega also plans to release at least one new Master System II game a month following the introduction of the new system. "We believe this new Master System will be the perfect system for beginners and those consumers who want a great video game system and exciting games at a great price."

Of course, Genesis figures prominently in Sega's marketing plans. "Genesis is the first system that can fully substantiate the claim that it brings the true arcade game playing experience home. The arcade-quality graphics and the stereo sound of the Genesis System are the only ways to do justice to many of our fabulous titles."

Mike also plans to expand the selection of games for both systems. "Not only will we have titles for all popular game categories," he notes, "but we will also bring new technology and exciting game play to the industry with products like Michael Jackson, which is an interactive rock video within a video game."

"We're proud of the Sega players," Michael Katz states, "because they have sought out the best system despite any peer group pressure. They picked the best, not the biggest. We agree with our players. We intend to do everything to make sure that their choice remains the best one possible."

And no one is better equipped to lead Sega into a new generation of video game technology and cartridge design excellence than gaming pioneer and new Sega President, Michael Katz.

SEGA'S HOT THIS SUMMER...



WITH A MASTERFUL NEW GAME LINEUP

Summer Sizzle comes to the Sega Master System this May and June with a lineup of HOT new game titles. Look at what's "in-store" for you and you'll agree—the Sega Master System has the hottest new games and prices under the sun!

But that's only the beginning for the Sega Master System. Because starting in September, Sega will "kick-off" a Fantastic Fall by introducing 15 new games. Don't miss any of the great arcade hits, comic book characters and action-packed sports challenges all coming to you this Fall on the Sega Master System.

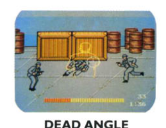
WATCH FOR OUR NEW 1990 SEGA MASTER SYSTEM RELEASES INCLUDING DICK TRACY, JOE MONTANA FOOTBALL, MICHAEL JACKSON'S MOONWALKER AND MORE!



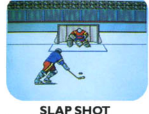
PSYCHO FOX
You're Psycho Fox, the wily wizard of disguise. Leap and twist your way to the goal as you outsmart your enemies and collect a fortune.



GOLDEN AXE
A sword-swinging romp with fiery dragons, amazing Amazons and elusive magic! Go face to skull with skeleton buccaneers in cliff-edge combat! It's barbaric!



DEAD ANGLE
Blast wall-to-wall gangsters in this inner-city shootout. Step into the alley, dude, where crime meets grime. Get the angle on the street—The Dead Angle.



SLAP SHOT
Slam the puck and slap it into the goal! Pressure 'em into the boards in fast action ice hockey. When the offense is tough, your defense is Slap Shot!



ULTIMA IV
Strive for glory in this powerful medieval quest—as danger beckons! Resist the darkest temptations as you seek to become the Avatar!

Sega's Full Line-up of Games Sizzles Too!

Monopoly	Phantasy Star	Blade Eagle	Montezuma's Revenge
Space Harrier II	Kings Quest	After Burner	Great Soccer
Global Defense	Action Fighter	Miracle Warriors	Great Baseball
Rescue Mission	Sports Pad Football	Rastan	The Ninja
Power Strike	Great Ice Hockey	Cloud Master	Captain Silver
Zaxxon	Lord of the Sword	Y's	Quartet
Wonder Boy in Monsterland	Shooting Gallery	Poseidon	Zillion
Out Run	Gangster Town	R-Type	Zillion II
Shinobi	Parlour Games	Wonder Boy	Shanghai
Thunder Blade	Fantasy Zone	Kenseiden	
Great Volleyball	Great Golf	Great Basketball	
	Space Harrier	Spy vs. Spy	

CHECK YOUR LOCAL RETAILER FOR THESE GREAT GAMES. IF GAMES ARE NOT AVAILABLE, ORDER DIRECTLY FROM SEGA BY CALLING: 1-800-USA-SEGA

SEGA® Master System™

Great Games At Great Prices



Hello, Sega fans! I'm sure you're familiar with the Game Doctor, the number one source for user information in the world of computer and video games! Well, it seems the good folks at Sega have decided that I'm the medic to help you Sega game players with your puzzles, posers and all-purpose problems.

I couldn't agree more!

To get us on the track, I'm going to devote this first installment of Q&A to the questions I'm asked most often concerning the Sega Master and Genesis systems and software. In the future, however, you can send questions to me.

The Game Doctor Answers The Most Commonly-Asked Sega Questions!

Q: ***I love the Sega Master System (SMS), but now that Genesis is out, I keep hearing that the SMS will be discontinued. Is this true?***

A: I'm happy to report that rumors concerning the demise of the SMS are not only exaggerated, they're complete nonsense! Sega will continue to support the SMS with over 15 new game titles this year, like Golden Axe and Psycho Fox (see reviews elsewhere in this issue!) — and remember, with the addition of the Power Base Converter, many Genesis users will also be on the lookout for great SMS games.

Q: ***First it was 8-bit games and now it's 16-bit games; shouldn't I just wait for the 32-bit game systems to show up next year?***

A: You can wait, but they won't be here next year or the year after that, either. Remember, it's not just power, it's screen resolution. Right now home video-games are up against a technological brick wall known as the family TV set. Since Genesis pushes TV capabilities to the limit, better game graphics will depend on HDTV (High Definition TV) which is years away.

Q: ***When will a Joystick for the Genesis system be available?***

A: You asked for it... you've got it! The Sega Arcade Power Stick with MegaFire is now being shipped to your favorite Genesis retailer. Enjoy!

Q: ***What's the difference between the Sega Base System and the Sega Master System?***

A: The Base System does not include either the Light Phaser or the Safari Hunt game.

Q: ***I recently bought a Sega Genesis and Power Base Converter after selling my SMS, and now I find that some of the SMS games can only be played with the original SMS controllers. Where can I buy them?***

A: Right now, the SMS controllers must be ordered directly from Sega of America (573 Forbes Blvd., S. San Francisco, CA 94080), but Sega is in the process of bringing them to a store near you.

Q: ***What are the slots in the bottom of the SMS?***

A: These slots were originally designed so future peripherals could be plugged into the system. No peripherals which access these slots have ever been produced, however, and none are planned.

Think of it as the systems's belly button.

Q: ***How much memory can the SMS and Genesis handle?***

A: The maximum memory on a SMS game is 4 megabits; the maximum memory for a Genesis game is 8 megabits.

There you have it: some of the most commonly-asked Sega questions! Still, if I'm any judge, there are many more questions out there needing answers. The Game Doctor will be back next issue with more information. Who knows – maybe one of the questions I answer will be yours!

Send your queries and comments to:

THE SEGA VISIONS Game Doctor
P.O. Box 2607
South San Francisco, CA 94080

Who ya gonna call?



The Game Wizards!

Stumped on a game? Need some extra lives? Can't get to the next level without getting zapped? Piece of cake! Just call The Game Wizards for help at 415-871-GAME!

We're plugged in and ready to roll from 6 a.m. to 9 p.m. Monday through Friday, and from 8 a.m. to 6 p.m. on weekends, Pacific time. We've more than doubled our staff of Game Wizards, so you won't have to wait too long to get an answer or solve your problem.

And we've got the latest in electronic game equipment to keep us on our toes.

Is your system or game cartridge acting up? We'll take care of it.

Just call 1-800-USA-SEGA for all warranty and repair help.

Give us a call! Time to have some real fun and play your games big time.

TEAR OFF AND HANG NEAR PHONE

IN CASE OF EMERGENCY
CALL SEGA'S GAME WIZARDS

DIAL 1-415-871-GAME

MAILBOX MAILBOX MAILBOX

He Must have ESP!

Dear Sega,

Several weeks ago, I purchased a Genesis Entertainment System after viewing *Altered Beast* and *Revenge of Shinobi.* My Nintendo and 26 games have been sold to a beginner.

I originally intended to supplement the Nintendo with the Genesis, but after a few hours' playing time, I could not keep my interest in the Nintendo games because of the superior sound, graphics and game-play of the Genesis!

I would especially like to see a magazine.

Donald R. Berhent
Willowick, OH

Ed: We couldn't agree more. That's why we created Sega Visions, where you'll get the latest news, reviews and how-to-play hints on all your favorite Sega Master and Genesis games.

An R-Type Fan Speaks

Dear Sega,

I would like to praise your work on the Sega Genesis Game System. I am a computer engineer and I am duly impressed with the quality of graphics, animation and sound in a home video game system.

I am aware that your Master System has a cartridge of the arcade game *R-Type*. I greatly enjoy this game and would like to see a Genesis version. What do you think?

Richard Arthur
Charlton, NY

Ed: Even with Sega's worldwide resources, it is impossible to do every game. However, we want to offer you the games you want to play. So how about it readers? Which Master System, Arcade and computer games do you think should be done for Genesis? Fill out your comment card at page 29.

Praise for Playability

Dear Sega,

I'm a pure Sega freak! I own a Sega Master System. I think it is just as great now as I did when I bought my Sega two years ago!

Marco Boncordo
Melbourne, Australia

Ed: It looks like Sega-mania has spread even to the continent Down Under! Playability is one of the most important considerations in designing a new Sega cartridge. What do you think is most important when designing a new SMS video game? We'd like to hear from Sega gamers all around the world!

Got something you want to tell Sega? You can tell us — and the rest of the video gaming world — in this column in every issue. Just send your comments, cheers and jeers to:

SEGA VISIONS
The Mailbox
P.O. Box 2607
So. San Francisco, CA 94080



The Sega Decade is here...

Sega is proving that you don't have to be the biggest to be the best

Baseball has long laid claim to being the national pastime. However, devotees of a more modern entertainment are steadily increasing, and based on sheer numbers and zeal, there is another sport on the scene that now challenges that title: video games.

While this new national pastime was growing up from the simplistic Pong to today's far more complex video games, the companies that made the software and hardware were also growing up. Over the last few decades, first one, then another, company pulled into the forefront with better ideas, newer technology and more fun.

Sega, however, is one game maker that has always been a favorite with discerning players. Poised on the threshold of a new decade, gamers naturally are looking to Sega to lead them into worlds of even greater video excitement. And it looks like Sega is up to the challenge.

Bringing the arcade experience home

No one is blazing trails in both home video and arcade games like the team at Sega. In fact, Sega is the only company that knows its way around both of those electronic playgrounds. Using its powerful and creative mastery of arcade technology, Sega is able to develop home games that are light-years ahead of the competition.

The best example of how Sega is translating its own breakthrough technology from the arcade game playing experience into home entertainment is the new 16-bit Genesis system. By doubling the power of all existing home video game systems, Sega's new Genesis system is able to deliver the true arcade-quality high-definition graphics, fluid animation and digital stereo sound that no other home video game system can touch.



New for the '90's

But hardware is only half the home video game playing equation. The other half — some might even say the most important part — is the game!

In the time since their early beginnings, video games have added color, sound and more complexity. In the '90's, video game experts predict that games will become even more interactive, involving the full range of the player's senses. Video game companies will need to advance their technology even further to keep up with players' growing sophistication and expectations.

In preparation, the Sega team has immersed itself in every aspect of interactive entertainment. Long the undisputed champion of the arcade experience, Sega is hard at work on newer arcade games, home video game software and computer products. What the Sega research and design team learns in one electronic arena is introduced into the others, so that today's discoveries at Sega's Arcade Division are tomorrow's home video games. Sega is determined to stay ahead in both arenas by developing creatively innovative software to compliment their state-of-the-art hardware systems.

The best game in town

Throughout the '90's, Sega promises to bring players exciting games for both the 8-bit Master System as well as the 16-bit Genesis System which will be on the cutting edge of video technology. Sega is mining several major sources for new titles that break into uncharted gaming territory, promising hours of game-



playing fun and even greater challenges to players' skills. The outer limits of video game play are being tested to the maximum.

In this issue, Sega unveils nine of its games that will kick off Sega for the '90's — the New Generation!

Here's a quick sampling of what else is in store from Sega:

Michael Jackson's Moonwalker™

The very first video game co-created with megastar and numero uno Sega fan, Michael Jackson! Based on "Moonwalker" and "Smooth Criminal", this game also features the hits "Beat It", "Bad" and "Dirty Diana".

Dick Tracy™

The cartoon detective comes alive this summer in both his own movie and this exciting game. Get out those fedoras and trench coats!

Spiderman™

Another cartoon great hits both movie theater and home videogame screens with super-hero adventures.

Phantasy Star II™

Return to the beautiful Algo Star System, where an unknown evil has the peaceful planet Mota in its grip. Nothing is immune — this formerly happy world is in need of your help or it will perish.

Golden Axe™

Join three unique warriors in their quest to defeat the treacherous Death Adder and all its soldiers and beasts. Will they save the king and princess or be destroyed in the over-whelming challenge?

Ultima-IV: Quest of the Avatar™

Not your average game! Enter into a medieval world of adventure and honor for a most unusual video experience.

Joe Montana's Football™

Hit the gridiron with one of football's greatest players. Test your tackling, kicking, throwing and running skills...without even leaving home.

Ghostbusters™

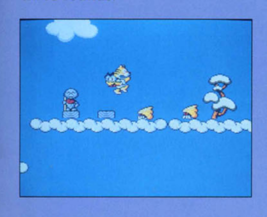
Looking for a good time? Who ya gonna call? The movie's ghost-chasing team is on its way to your home Sega system. But beware and don't get slimed!

Psycho Fox™



An ancient Japanese legend comes to life in Psycho Fox. The Inari Daimyojin, the fox god, rules over the harvests. His priests are magic foxes who serve at the Inari Shrines. The legend states that an evil fox, Madfox Daimyojin, once misused his priestly power and hatched a plan to conquer the world!

The good foxes pick Psycho Fox to straighten things out and bring Madfox to justice. The player guides Psycho Fox through seven increasingly dangerous Zones, each with three rounds.



Psycho Fox must use his special talents and the magical objects he collects to reach Madfox's lair and capture him!

Keep moving when travelling on the bridges of the second Zone; they are very fragile and will crumble under Psycho Fox's weight if he stands still!

Get a running start to leap great distances — and always be ready to use your controller to slightly change where Psycho Fox lands — an enemy may be waiting there for him!

Bird Fly is Psycho Fox's ally in his struggle with Madfox. Psycho Fox must release his friend from an egg at the beginning of the game. Bird Fly never gives up. If Psycho Fox loses him to a Red Hopper, Gabacho or Skull, he is miraculously reborn in the nearest egg!

If the player scoops up money bags, he can play Amida. The player can see the start of five paths, but not where they lead. At the end of each path is a shrine, prize, or hole. The Shrine is a roulette wheel which pays off in bonus lives.

Snail-like Pockly Guys, Red Hoppers and biting Skulls menace Psycho Fox during his journey. Magic devices like the Psycho Stick and Straw Effigy even *sound* mysterious! What really makes Psycho Fox so delightful are the fantastic enemy creatures and the Psycho Stick, which turns Psycho Fox into a Hippo, Monkey, or Tiger!

Psycho Fox is a wild and whimsical action-adventure with a theme unlike anything you've ever played.



Know the traits of each of the animals Psycho Fox can become. Transforming into the right animal at the right time is the key to success!

GOLDEN AXE™

"Arcade-quality graphics" is a boast used to describe lots of games. But Golden Axe delivers. It's the new standard for 8-bit video games! Gamers won't believe it when they see how close the SMS Golden Axe comes to the original!





The hero confronts the infamous Death Adder, aided by one of three types of magic — Earth, Fire or Thunder. Multi-directional movement through the horizontally-scrolling landscape makes Golden Axe more exciting and challenging than simpler games that only allow the fighter to go from left to right across the screen.

Don't be afraid to use the "jump" button. He who smoothly times his jumps, saves himself from many lumps!

Sega designers have put all the elements that made Golden Axe an arcade sensation, like the fantastic variety of opponents and the incredible dragon-riding scenes, into this game. On the way to the final showdown with Death Adder, the player faces off against everything from Amazonian Warrior Women to fearsome skeleton fighters!

Remember: there are more enemies than lives. Don't get caught in a war of attrition.



If the player conquers a dragonrider, the hero can leap into the saddle and continue combat from dragonback! Dragons have different abilities: some kill with a swipe of their powerful tails, while others use fiery breath to broil their enemies! The experience of riding these incredible beasts makes Golden Axe one of the most exciting video games around. Once you fly into battle on a Dragon, you're never the same video gamer!

Golden Axe is both super entertainment and a major technical accomplishment. Whether you want to show your friends what the SMS can *really* do or just have a blast, this is the hottest new title in town!

Practice whacking the gnomes with your sword for bonuses!

CALIFORNIA GAMES™

Surf's up, dudes and dudettes! The sun is hot and the beach is waiting, so go find those jammers and t-shirts. It's time for- California Games !

California Games is a collection of beach-related events associated with the free-wheeling West Coast lifestyle. Eight can play events individually or as a multi-event competition.

In Half Pipe Skateboarding, use minimum speed on kick turn.

The Hollywood Hills provide the backdrop for Half Pipe Skateboarding, in which a skateboarder does amazing stunts in a cylindrical, semi-circular ramp. Then it's up the coast for a game of Foot Bag, played against the backdrop of the Golden Gate Bridge. The on-screen competitor juggles a small bean-bag without letting it touch the ground. As in soccer, a player can use head, shoulders, feet and legs, but not hands, to keep the bag in the air.




In Surfing, do tricks at the top of the wave for maximum points!

It's back to the beach for Surfing. Only you can help the surfer ride an awesome wave as it crashes across the screen. It's totally tubular!

Roller Skating on the boardwalk is the next excellent event. The gamer guides the skater along a boardwalk in need of some serious repairs. Cracks, missing sections and litter can cause the skater to take a tumble.

The faster you're moving in Skating or BMX Bike Racing, the better your jumps!

Then it's time to load your bike on the dune buggy and head to the California desert for high-speed BMX Bike Racing. Logs, bumps and potholes make it a wild ride to remember.

A Flying Disk Toss on the beach wraps up California Games. It takes coordination, a good eye and tight timing to make those disks fly right!

California Games is an awesomely gnarly yet, like, mostly tubular collection of aggro competitions for tonar dudes like thee and me.

Totally.





Reggie Jackson™ Baseball

Reggie Jackson Baseball is a world champion baseball simulation. It features multiple "camera" angles, player substitutions, taking leads, stealing bases and all the color of the great American sport.

Four play-modes make this game flexible as well as entertaining. One or two managers can play an Exhibition Game or Tournament, watch two teams in a demonstration or try the Home Run Contest.

The gamer also chooses whether to handle fielding or leave it in the machine's capable hands. In Auto Mode, the closest fielder automatically chases the ball, while Manual Mode gives the manager direct control.



Sharpen batting skills with the Home Run Contest. Remember, the swing can be raised or lowered with the direction control.

After picking teams, managers select a pitcher from the four-man rotation. Alongside the name of each pitcher is his ERA, whether he's right or left-handed and his specialty pitch.

Swinging early on a pitch causes the batter to "pull" the ball. That is, a left-handed batter will pull to right field while a right-handed batter pulls to left field.

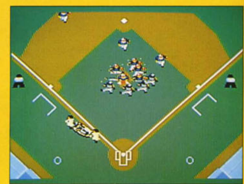
Managers can go to the bullpen for relief or replace up to four starting players when they come to bat. Offensive statistics include Batting Average, home runs and whether he bats left, right or switch-hits.



Hitters can shift batting stance and pitchers can adjust their position along the rubber. Runners on first and third appear in windows at the sides of the field, which shows the diamond from just behind the umpire.

Always hit behind the runner. If there's a runner on first base, try to hit the ball close to the line.

Managers can adjust runners' leads and steal bases, but the pitcher can pick them off if they stray too far. Once the ball is hit, the playfield toggles to a top-down view for maximum visibility.



In the field, make sure someone is covering a base before you throw to it!

Reggie Jackson Baseball is worthy of the charismatic slugger. Astonishing visuals include great art and animation, plus tons of incredible extra touches — like hot dog vendors in the stands and pitchers warming up in foul territory. When it comes to realistic baseball, Reggie Jackson Baseball hits yet another home run!

Strategy Psycho Fox™



Psycho Fox's shape-changing power is his greatest weapon. Learning when to use each shape is the difference between life and death.

■ The monkey jumps the highest and works well near water. The hippo can punch through the square stones on some levels. Smash them whenever possible, since they usually hide valuable items. Once through a stone, immediately switch back to one of the other animals. The hippo is a poor jumper and could be in trouble if the enemy launches a surprise attack.

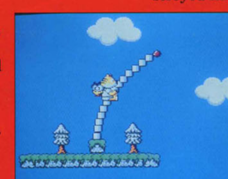
■ Find the pathway on each level with the most eggs. Often, this road to riches is found 'way up in the air, so head upwards whenever possible. Sadly, this path is almost always the most heavily guarded.

■ Birdfly is a great fighter. He always heads upward when released, then settles down and skims across the floor. If he's thrown too close to a creature, Birdfly may soar right over the target! To compensate, throw the bird and punch in rapid succession. This knocks out predators who sneak under the bird. Throw Birdfly even when no creatures are in sight. He may bump into an invisible warp zone, always a welcome discovery!

■ Always play Amida! Money is worthless in the next round so there is no reason to save it. If Psycho Fox has more than one bag of money, place as many foxes as possible instead of putting it all on one animal. This gives players a better chance of locating the shrine for extra lives.

■ After every third round, players face a boss monster. Keep in mind that all creatures have weak points. For example, the first monster's five rings must be blown out using the air gun. Use hit and run techniques. Attack when the creature is close and then run to mid screen so to lure it away from the air-gun. Once he moves, run back to the gun again. Continue until you shoot all the rings.

■ All creatures can be destroyed in a similar fashion. Just keep on the move or the bad guys may show Psycho Fox their own form of hit and run.

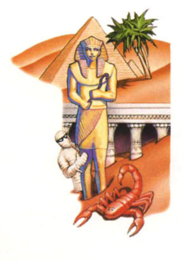



MEET
NILES NEMO
HEY, IT'S NILES NEMO! IS THAT DUDE COOL OR WHAT?
YO, NILES!
OOH, NILES!
LATER, DUDES AND DUDETTES!
BYE, NILES.
I'VE GOT A NEW GENESIS GAME TO MASTER!
CLICK
CLEARANCE CODE?
BUZZ
ZZZZ
PIPELINE PIZZA, MR. NEMO!
FOUR MINUTES LATE, PRESTON.
ERRRRR
GOLDEN AXE
PUT YOUR USUAL TIP ON MY BILL, PRESTON.
"HOW YOU DOINK, BOYS?"
BOB & AL'S HOUSE OF PIZZA
MANY HOURS LATER...
BEEP
RATATATA
WOW, THIS NEW ALEX KIDD GAME IS AWESOME!
CLANG
BONK
TWEET
RILLY... ...AWESOME...
ZZZZ
NILES NEMO IN SEGALAND
STORY- BILL KUNKEL
ART- DAVE SULLIVAN
HUH!?
SO, A NEW KIND OF MONSTER, EH? NO BIG DEAL...
ONE PUNCH AND YOU'LL BE NOTHING BUT BONUS ITEMS!
I DON'T KNOW WHO YOU ARE, LITTLE DUDE, BUT ONE PUNCH WON'T STOP ME!
POW!


HUH?! YOU DIDN'T TURN INTO COINS! WHAT KIND OF MONSTER **ARE** YOU?!
VROOOMM
WHAT A PUNCH! Y'KNOW THERE'S SOMETHING FAMILIAR ABOUT THIS DUDE...
YOU'RE INDEED A WORTHY ADVERSARY!
SO ARE YOU, BUT- **HEY, LOOK OUT!**
EH?
CRASH
A CAR! THANKS FOR THE WARNING!
CLINK
!
TINKLE
PLINK
WAIT A SECOND- I KNOW YOU! YOU'RE **ALEX KIDD!** MY NAME'S NILES NEMO!
WELCOME TO PAPEROCK, NILES! I'M NEW HERE MYSELF, ACTUALLY...
I'VE BEEN SEARCHING FOR MY DAD, KING THOR, WHO WAS KIDNAPPED BY ASHRA...
HE'S THE CREEP WHO RUNS THIS PLACE - OH, WATCH OUT FOR THE SCORPIONS AND PORCUPINES!
WELL, NILES I HOPE YOU LIKE PLAYING GAMES...
...'CAUSE I HAVE SOME FELLOWS I WANT YOU TO MEET!
HAW! I'M ROCK-TOUGHEST GUY ON PAPEROCK! I CAN SMASH THAT WISEGUY SCISSORS WITH ONE SHOT! C'MON, CUT-UP, MAKE MY DAY!
TOO TRUE, ROCK OLD BOY...
BUT THEN, AS PAPER, I CAN CERTAINLY COVER **YOUR** BLUFF, CAN'T I?
:SNICKER!: WAY TO CUT HIM UP, PAPER! OF COURSE, **I'M** SCISSORS...
AND I CAN CUT THROUGH **YOUR** WATER-MARK LIKE A HOT KNIFE THROUGH BUTTER!
SAY, I GET IT NOW! SOMEHOW I'VE BEEN TRANSPORTED FROM **MY** WORLD INTO THIS VIDEOGAME UNIVERSE! TRULY RADICAL! BUT HOW DO I GET BACK HOME?
GEE, I'M NOT SURE, NILES! HOW ABOUT- **NILES! LOOK OUT!!**
HUH? OH NO, A PORCUPIIYIIIOWCH!
ALEX KIDD
I'M HOME! RADICAL! BUT WHAT'S THIS?
FELL ASLEEP ON MY CONTROLLER!? HMMM...
WONDER IF THERE'S ANY PIZZA LEFT?
HIS FIRST DREAM VOYAGE TO SEGALAND IS BEHIND HIM, BUT NILES WILL BE RETURNING IN FUTURE ISSUES OF **SEGA VISIONS!**









ALEX KIDD™ IN THE ENCHANTED CASTLE

The one and only Alex Kidd is back! The star of Alex Kidd in Miracle World debuts on Genesis in Alex Kidd in the Enchanted Castle. This cartoon adventure sends the young hero in search of King Thor, his dad. The quest leads to Paperock, where Alex battles Ashra's horde of evil creatures!

Alex Kidd in the Enchanted Castle is two fascinating games in one. The main event is an action-adventure in which Alex travels across the planet using everything from a motorcycle to a pogo stick! He skywalks, with the aid of the Wizard's Cane, and pilots a pedicopter, a fantastic combination of a bicycle and a helicopter!

Use your special items; learn which item is best for each situation.

Alex must swing into action against Ashra's monster legion to free Thor — and what action! Alex' powerful punch changes Paperock's magical monsters into gold coins, sacks of treasure, bonus items or even a bomb! He can also leap higher than Michael Jordan and kick harder than Chuck Norris, which comes in handy when you're fighting for your life!



Practice Alex' kicks and punches; too early or too late can result in a lost life!

The game-within-a-game is called "Janken," a form of the classic "Rock, Scissors, Paper." Each of the three elements can defeat one other element: Rock breaks Scissors, Scissors cut Paper and Paper wraps Rock. On a stage in "Janken House," Alex must outguess his foe to win the prizes.

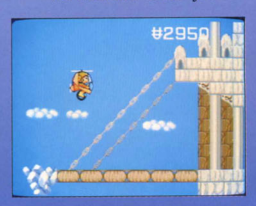
Master "Janken" by selecting it off the Options Screen and practicing.

Alex goes from Rookietown to the Sky Castle in 11 thrilling rounds, each a new and greater danger. Special items, like the high-flying pogo stick, let Alex reach prizes that are ordinarily out of reach. His weapons include a Power Bracelet and a protective Cape that stops everything short of lava lakes! There is even a magical Token, which helps Alex guess what his opponent is thinking during the Janken contests!

Alex can jump higher and farther if he builds up momentum first.

Join Alex Kidd as he swims the Splashy Sea, crosses the Scorpion Desert and conquers the Sky Castle in Alex Kidd in the Enchanted Castle!

We wouldn't "Kidd" you!



SEGA GENESIS

THE REVENGE OF SHINOBI™

A good ninja is hard to find. Bad ninjas are everywhere! In fact, they've just killed your sensei and kidnapped your girlfriend!

The Neo Zeed, an army of martial artists, won't stop at kidnapping and murder. They want to rule the world! Musashi, a master ninja, must destroy the Neo Zeed thugs and rescue the beautiful Naoko in The Revenge of Shinobi. This Shinobi sequel has lots of shurikin-throwing action, but it adds so much more. Gamers will love the new enemies, bonus objects and special ninja powers!

Instead of Shinobi's "Ninja Magic", Revenge gives players four "Ninjitsu" powers. Ikazuchi, the Art of Thunder, protects Musashi in a sizzling aura of protection. Kariu, the Art of the Fire Dragon, wraps Musashi in a column of fire, which attacks all on-screen enemies. Fushin, the Art of Floating, enhances Musashi's leaping ability. Mijin, the Art of Pulverizing, is a desperation move that turns Musashi into a human bomb!

The contents of crates help you get through the game's eight levels and 24 battlefield scenes. They can be opened with the shurikin, the star-like ninja throwing knives, or with a few karate chops and kicks. Crates may contain Power Packs or swords, or endow him with Cross Guard, a move that deflects enemy Death Stars with crossed shurikins. Crates may also contain extra shurikins, small and large hearts that lengthen Musashi's Life Bar, an extra life, a Ninjitsu power or even a bomb!



Be especially careful when invoking Mijin, since it costs Musashi a life.

Sound and graphics represent the best Genesis has to offer. The sound track puts the player in the correct frame of mind. The Ninjitsu sequences are absolutely beautiful. The Revenge of Shinobi is a must-have for all martial arts fans!



Learn the Ninjitsu powers well. For example, it makes no sense to invoke Fushin in a tunnel.

SEGA GENESIS

TRUXTON

Every Monster Power generally has a vulnerable spot. Find it fast and attack without delay.

Truxton delivers a barrage of electronic sound and fury beyond anything ever seen in video gaming. As fearless flyer Tom the Bomb, players pilot a Sega Super Fighter up through five battle zones. Obliterated enemies sometimes surrender one of the highly prized Borogon energy weapons, which raise the level of destruction several notches.

Borogon energy weapons include: Power Boosters (strengthen the current weapon), Destroyer Bombs ("smart" bombs), the Thunder Laser (locks onto enemies and chases them), Truxton Beams and Power Shots (a fan of missiles). Picking up a special icon gives the player one or two extra lives.

Outer space vibrates with the echoes of a half dozen exploding spaceships as Tom the Bomb unleashes a Destroyer Bomb against a squad of Gidan Attack Craft! The spacelanes are momentarily clear, but before you can sigh with relief, three Gairun Mother Ships hover into view!



Running a gauntlet of Gidan megaweapons isn't easy, but it sure is exciting! Heroic, inspirational music sweeps through the airless void as your Super Fighter collects another Borogon energy weapon: the fearsome Truxton Beam! Three sizzling emerald bolts flash from the nose of the Super Fighter like green lightning! The beams latch onto any passing Gidan war machines and crush them mercilessly.

Know your bonus icons! If you've got a Truxton Beam, pass up Power Shots. Always take the Power Boosters, though!



Truxton's sound and graphics are spectacular! Each of the game's five battle scenarios boasts an eye-popping mixture of space scenery and asteroid fortresses full of Gidan weaponry. The compelling music and explosive sound effects make playing Truxton like living the latest big budget sci-fi thriller!

PHANTASY STAR II™

You conquered the universe. Then, as an eternal warrior called back from the grave, you exterminated a horde of zombies while now and then turning into a werewolf. To cap the day's video gaming, you donned Ninja garb and then rescued a kidnapped princess.

And yet, you feel strangely unsatisfied. Action games are number one, but for a really different brand of excitement, try Phantasy Star II. This fast-moving and colorful video game has as much depth and challenge as the most advanced computer programs.



Phantasy Star II is hard to beat, but easy to learn. Easy menus make it a snap to move the main character through a series of towns to collect objects and news. In shops and buildings, the player can trade for weapons and info.

Phantasy Star II is a science-fantasy epic. It blends monsters and mazes with super science, like the original Phantasy Star, but there are many more places to explore.

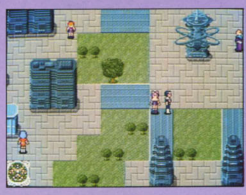
Each town has its attractions. Paseo Town boasts an interesting collection of science buildings (clone lab, data memory and teleport service), which are very useful to novice adventurers. Zema Town is supposed to be a resort, but if this is vacationing, you'll want to stay home! Oputa Town's armorer and protective gear shops are unsurpassed and a dark mystery beckons in Arima Town!

Phantasy Star II is not just a game, it's a complete world. A trip to Phantasy Star II will take you places no arcade game ever has!

Talk to everyone. That insignificant-looking townperson could have a vital piece of information!

You can't survive without the right weapon/armor/protection. Take notes on which items are required for each scenario.





Make maps and use them constantly! Phantasy Star II is a big place, and it's easy to get lost.

Strategy

The object of Zoom! is to guide Mr. Smart over a series of grids, "capturing" squares by skating around them. Mr. Smart must cover every line on the playfield before the enemy Space Phantoms catch him. Bonus objects pop up periodically and are collected for extra score.

Mr. Smart protects himself from contact with the Phantoms by either leaping over them or throwing rubber balls at them to knock them backwards.

The rubber balls are often more distracting than helpful. It's hard to keep track of both the balls and Mr. Smart. Balls are always thrown behind Mr. Smart, so they can discourage Phantoms hot on his tail. The supply is limited, so the player must keep an eye on the Rubber Ball symbol, which shrinks as the stockpile dwindles.





There are several keys to success in Zoom!

- Know your enemies! Learn the movement patterns of the Rowdy Fingers, Spiler, Cue, Spine-Spine and Charm.
- Know your Goodies! Find out how they work — it's all in the instructions!
- Move in specific patterns. Cover all the horizontal lines, then sweep down the vertical ones. This allows Mr. Smart to light two entire rows in one move for plenty of bonus points.
- Fill in the squares near Mr. Smart's starting point last. That way, he reincarnates in the last area he needs to capture.

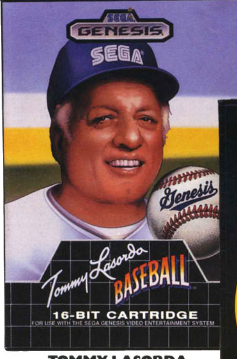


Zoom! offers six different stages with six levels in each stage.

There's a lot of diversity in 36 grids, so every strategy won't work perfectly on every level. Keep these hints in mind, however, to increase your chance of keeping Mr. Smart healthy as well as wise.

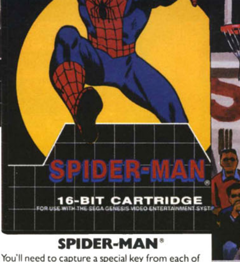
GENESIS®
DOES

WHAT NINTENDON'T.



TOMMY LASORDA BASEBALL™

All the major league plays. Moves. And strategy. From choosing your own line-up to the subtleties of shifting your infield and outfield. Only on Genesis. Whether it's the realism of the graphics or the challenge of the play, this is simply the most sophisticated baseball game to be found anywhere.



SPIDER-MAN®

You'll need to capture a special key from each of the five arch criminals to disarm the secret super bomb that threatens New York City. As you meet each challenge, choose carefully which of your super powers you will use, or you shall fail in your quest. Action and adventure only on Genesis.

PAT RILEY'S SLAMMIN' AND JAMMIN' BASKETBALL™

Check out the size and detail of the players. Check out their moves. Slam-dunk behind the head. Make your magic moves down the lane for a lay-up. In their face. Realism you won't believe. Realism you simply can't find, except on Genesis.



MICHAEL JACKSON'S MOONWALKER™

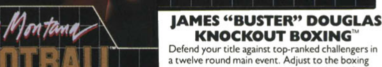
The music video comes alive in this action game designed by Michael Jackson. Use all of Michael's moves: the dance-kick, the hat attack, the lean. You're taking on Mr. Big and his goons. It's time to give it everything you've got. To the beat of Michael's biggest hits. In stereo. And it's only on Genesis.

ARNOLD PALMER TOURNAMENT GOLF™

You can practically feel the breeze in your face as you tee off. Careful. Account for the wind factor. Choose your clubs carefully and adjust your stance for hooks or slices. Only Genesis lets you play the best courses around the world. And feel like you're there. You can't do this on 8-bit.

JOE MONTANA FOOTBALL™

You've never seen blocking, tackling, or open field running that looks this realistic. Call the play, take the snap and look for an open receiver. It's the game inspired by Joe himself. And it's only possible from Sega, the masters of arcade entertainment.



JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING™

Defend your title against top-ranked challengers in a twelve round main event. Adjust to the boxing style of your opponent in the early rounds. Go to the mid-section to slow him down. And put him against the ropes with deadly combinations. Counter-punch or nail him with an upper-cut or quick left hook. Only on Genesis.



Imagine. You're Spider-Man, scaling the face of a towering high-rise. Or Joe Montana, rolling left to throw the winning touchdown pass. Or Michael Jackson, taking on the evil forces of Mr. Big. And there's only one place you can do it all. On Genesis by Sega.®

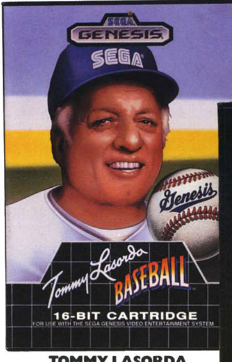
Sports games which actually put you in the game by uniquely capturing the feel and action of the sport. The superb game play and graphics of real blockbuster arcade hits which can only be duplicated through the 16-bit technology of Genesis. Music video games which recreate the dance moves and stereo music of the stars like only Genesis can. And adventure games with depth of play and mega-power second to none. You can't do this on Nintendo.®

Genesis is the only true 16-bit system and that's why Genesis provides a total video gaming experience you simply won't find anywhere else. Certainly not on any 8-bit system. Or even on a Turbo-8.

Add to that the Genesis team of Michael Jackson, Joe Montana, Tommy Lasorda, Arnold Palmer, Pat Riley, James "Buster" Douglas and Spider-Man. Only on Genesis.



WHAT NIN



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Sega Signs Montana



Super Bowl quarterback Joe Montana of the San Francisco 49ers is the latest sports superstar to join the Sega team. The historic agreement, largest ever signed in the video game field, gives Sega exclusive rights to create Joe Montana video games, arcade games and computer software. Montana told fans, "I'm especially proud to be affiliated with Sega... another winning San Francisco-based team."

Michael Katz, President of Sega's Consumer Products Division, said, "We're designing a game which will not only be fun to play, but which will actually let people learn how to play football the winning way! Genesis is clearly the winner when it comes to providing the advanced graphics and power to accurately create the real look, moves and excitement of pro football."

"Every football fan dreams of playing on the same field as Joe Montana," says Katz, "Now they will be able to! This agreement will send a clear message to game players everywhere; you can't do Joe Montana on Nintendo. Only Genesis can capture his speed, agility and plays."

Seismic Premieres Two Genesis Cartridges

Super Hydlide and *Air Diver* are the first two games for Genesis offered by a new publisher in the field, Seismic, Inc. The Santa Clara, CA company plans to continue heavy support of the Genesis system.

Super Hydlide is a role-playing fantasy action-adventure. The player can choose any of four heroes, each with



unique talents and abilities, so this exciting quest is really four unique games in one. Seismic is offering *Super Hydlide* on a huge 4-meg cartridge with battery back-up.



Full throttle air combat is featured in *Air Diver*. The player is right in the cockpit for this lightning quick dogfight. Controls include overhead displays, damage indicator, air speed gauge and radar. The enemy mounts a three-stage attack which includes a fighter squadron, the leading Ace of the territory and a killer satellite. The 4-meg cartridge will test armchair pilots' skills to the utmost!

New Master System Games just for You!

Great News for Master System players! Sega of America is creating the most exciting new game line-up ever. And at more affordable prices than ever!

Head for your favorite Sega game retailer and see what Sega has "in-store" for you this fall. You'll discover why the Sega Master System offers the best line-up in 8 bit game play.

If you're looking for action, excitement and challenging play – Sega has just what you need...Joe Montana Football, Mickey Mouse, Buster Douglas Knock-Out Boxing, Dick Tracy, Super Monaco GP, Golden Axe Warrior, Alex Kidd in Shinobi World, Impossible Mission II, Paperboy, Gauntlet, Forgotten World, Soccer, Pat Riley Basketball, Strider and Winter Games.

This line-up, along with over 90 other exciting games in the Sega Master System library offers 8 bit players the best games in town. Now it's up to you to Master the challenge!

SPEAK OUT

Here's your chance to exercise your rights as a savvy Sega player and make this your magazine. Send us your suggestions, opinions, reactions and ideas. We'll not only give a listen, we'll give a t-shirt to 5 lucky gamers drawn at random each month from our reader response cards. So, put your two-cents in (actually, 25¢ if you count the postcard stamp) and let your voice be heard by gamers everywhere!

GRADUATE TO GENESIS

and Sega will do the Honors





FREE GIFTS

(Up to $80 Retail Value)

WITH PURCHASE OF SEGA GENESIS SYSTEM

This year "Graduate To Genesis" and you'll Graduate with Honors from Sega. Because now through July 15th when you purchase a Sega Genesis video game system—Sega will Honor you with the following FREE Gifts:

FREE POWER BASE CONVERTER



Allows you to play all Sega Master System 8-bit game cartridges

PLUS FREE GAMES*



YOUR CHOICE OF ONE GENESIS 16-BIT GAME CARTRIDGE

OR



YOUR CHOICE OF TWO SEGA MASTER SYSTEM 8-BIT GAME CARTRIDGE

FREE GIFTS FOR GENESIS OWNERS TOO:

BUY ANY TWO 16-BIT GENESIS GAME CARTRIDGES AND RECEIVE YOUR CHOICE:

FREE		FREE		FREE
POWER BASE CONVERTER	OR	CHOICE OF ONE GENESIS 16-BIT GAME CARTRIDGE	OR	CHOICE OF TWO SEGA MASTER SYSTEMS 8-BIT GAME CARTRIDGES

It's elementary any way you add it up—you can count on Sega to provide you with the best in video game excitement. To participate follow the easy steps for fulfillment. Happy Graduation From Sega!

BUY A GENESIS FREE OFFER.
Buy a Genesis System before July 15, 1990 and get a Power Base Converter PLUS an additional Sega Genesis game OR two Sega Master games. Make your selections below.

FREE

CURRENT OWNER FREE OFFER.
Buy two Genesis games before July 15, 1990 and get a Power Base Converter OR an additional Sega Genesis game OR two Sega Master games. Make your selections below.

Just follow these steps:

1. Cut out the "proof of purchase" symbol from the Sega Genesis System box. Fill in the information requested on the purchase registration card included in your Genesis System.
2. OR, IF YOU ALREADY OWN A GENESIS SYSTEM, cut out the "proof of purchase" symbols from the two Genesis game boxes.
3. Complete the information requested on this certificate.
4. Attach the original dated store cash register receipt (receipt must be dated from May 25 through July 15, 1990) for your system or two software cartridges.
5. Mail all these items, postmarked no later than July 20, 1990 to:

SEGA GENESIS FREE OFFER, P.O. BOX 2208, SO. SAN FRANCISCO, CA 94083

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Specify your selection of Sega Graduation presents from the list below. For your choice of Sega game, select your FREE Genesis game or two FREE Master System games from the titles listed below. Check (✓) first choice, circle second choice. Sega reserves the right to substitute another game based upon product availability. Sega will mail you your graduation presents 4 to 6 weeks from receipt of all completed redemption materials. Offer good May 25 through July 15, 1990. Offer only valid in the United States.

*Offer pertains to selected game list only.

I would like my Sega Graduation present to be the following:

☐ Power Base Converter
☐ Genesis Software
☐ Master System Software

Selected Game Titles
(Check first choice, circle second choice)

Choice of 1 Genesis System Games
☐ Space Harrier II
☐ Super Thunderblade
☐ Thunder Force II
☐ Last Battle
☐ Zoom!
☐ Truxton
☐ Super Hang On

Choice of 2 Master System Games
☐ Global Defense
☐ Miracle Warriors
☐ After Burner
☐ Y's
☐ R-Type
☐ Vigilante
☐ Space Harrier

SEGA® GENESIS®

Unlike the offer seen at your favorite Sega retailer, which ends July 1, 1990, we've extended this offer for our dedicated SEGA VISIONS readers to July 15, 1990.



Visions salutes those Sega gamers who've scaled the heights. Met the challenges. Conquered the adversaries. And attained amazingly high scores in the process.

Send us your most sensational scores and you could be one of Sega's Hot Shots! If your gaming achievement qualifies you, we'll print your name and top score in the next issue of Visions. And 5 Hot Shots chosen at random will win a Sega T-shirt. So get gaming, it just may be the high point of your day!

Take Your Best Shot and Mail it to SEGA

- Take a photo of the screen showing your best score. HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.
- PRINT your name, address, and age on the back of the photo, as well as the name of the game and your score.
- Send your photo to:

SEGA VISIONS
High Point
P.O. Box 2607
South San Francisco, CA 94080

COMING ATTRACTIONS

MOONWALKER



The silhouette of a lone human figure appears in a doorway. With a sudden flourish, the instantly-recognizable figure spins forward into the light, jacket flung over one shoulder and a trademark fedora set jauntily on his head. The incomparable Michael Jackson then casually flips a coin several yards into a jukebox, which explodes to life with the pulsating theme from "Moonwalker", Michael's big-budget video musical and the name of the latest and greatest game cartridge, coming soon to Genesis!

In Moonwalker, an on-screen Michael Jackson jumps, dances and moonwalks through six rounds comprised of eighteen amazing scenes. The object of the game is for the player to move the high-stepping hero through a variety of settings, from a 30's club to a graveyard to a high rise, all the while rescuing kidnapped children from a gang of criminals.

Michael must check behind every door and window and search the trunk of every car in the lot, even though many of them produce gangsters rather than the missing kids!



Moonwalker is a masterpiece of music and animation. Every move our on-screen hero makes is pure Michael Jackson. He glides through scene after scene with cool, cat-like grace, accompanied by Michael's instantly-recognizable mega-hits such as "Bad", "Beat It", "Thriller" and "Billie Jean." The electronic Michael tap-dances over pool tables, pinball machines and pianos (which play appropriately as Michael skitters over the ivories), dispatches thugs and rescues kidnapped children with an easy, familiar grace.

Lace up your dancing shoes and get ready to play the Baddest video-game to ever come down the computer 'pike, 'cause Moonwalker is on its way!

GHOSTBUSTERS



Strange things are happening in the city! A recent earthquake caused havoc in the ectoplasmic realm of ghosts and ghoulies. Trembling residents report being plagued by everything from poltergeist activity to spirit manifestations. In other words: there's something bad in the neighborhood! Who ya gonna call?

That's right, armchair spook-hunters, you call the Ghostbusters, an exciting new game cartridge for Sega Genesis based on the popular film series!



Ghostbusters allows gamers to select Peter, Raymond or Egon as their player-character, then head into the city where a small army of customers desperately await their arrival. At each home, the resident briefly explains the problem, and the Ghostbuster sets off to rid the house of unwanted spooks and spectres. Armed with the appropriate spirit-snatching equipment, your Ghostbuster moves through the haunted domicile, zapping ghosts and avoiding flying household objects (not to mention slime!) along the way.

WATCH FOR REVIEWS OF THESE HOT NEW GAMES. THESE AND MUCH MORE IN THE NEXT ISSUE OF SEGA VISIONS!

Ghostbusters earn money by successfully de-spooking a house. This money can then be used to acquire new weapons, including the Bubble Projectile, which enables the 'Buster to capture and hold a spook, the Barrier, which protects a human from ghostly assault, Phaser Shells, explosives and other neat equipment.

Ghostbusters is a visually impressive, lighthearted romp in which super-science meets the supernatural with super-entertaining results! So keep your third eye peeled — it's coming soon for Genesis!



SEGA GENESIS



GENESIS 16-BIT SYSTEM
Features high-definition arcade-quality graphics. Real world voices, 1 controller, sounds and music in stereo for new dimension in game play. Altered Beast Game included with system.

189.99 SYSTEM

INCLUDES ALTERED BEAST



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Coupon #3

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MEET

NILES NEMO™



Very cool dude and major Sega video gamer Niles Nemo takes his fun seriously. If you want to gain every advantage read *Sega Visions*. To get your own copy or sign up a friend, see the card at Page 5.

